

**ABSTRACT****METHOD AND ELECTRONIC DEVICE FOR CONTROL  
OF INTERACTIVE GAME**

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Electronic device for control of an interactive game in which the user advances by means of overcoming sensory tests (sight, touch, smell and ingenuity) and tests of skill. The control device is organized based on a data network, with a server element (6), a switch element (7), several cell control computers (sub-network) (1 - 5) and other enigma control computers (sensory tests) (1' - 51'). The user actions, through an electronic console (12, 13) which identifies him, are detected by the control elements governed by microprocessor, which communicate them to the central device in order to interact again with the user by means of sound messages over the background sound system of the game or through the headphone that each user console incorporates.